

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

## IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
  watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
  a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

### WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

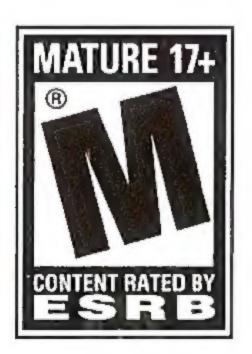
### WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games Official and related Nintendo products. Seal



Nintendo does not license the sale or use of products

without the Official Nintendo Seal.

LICENSED BY Nintendo

#### THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Important Legal Information Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

# grand theft auto

#### TABLE OF CONTENTS

INTRODUCTION	6
GETTING STARTED	6
CONTROL SYSTEM	7
MAIN MENU	8
GAME SCREEN	10
HOW TO PLAY	11
PICK-UPS	13
SAVING AND LOADING	15
CREDITS	16
GENERAL GAMEPLAY TIPS	18

# 

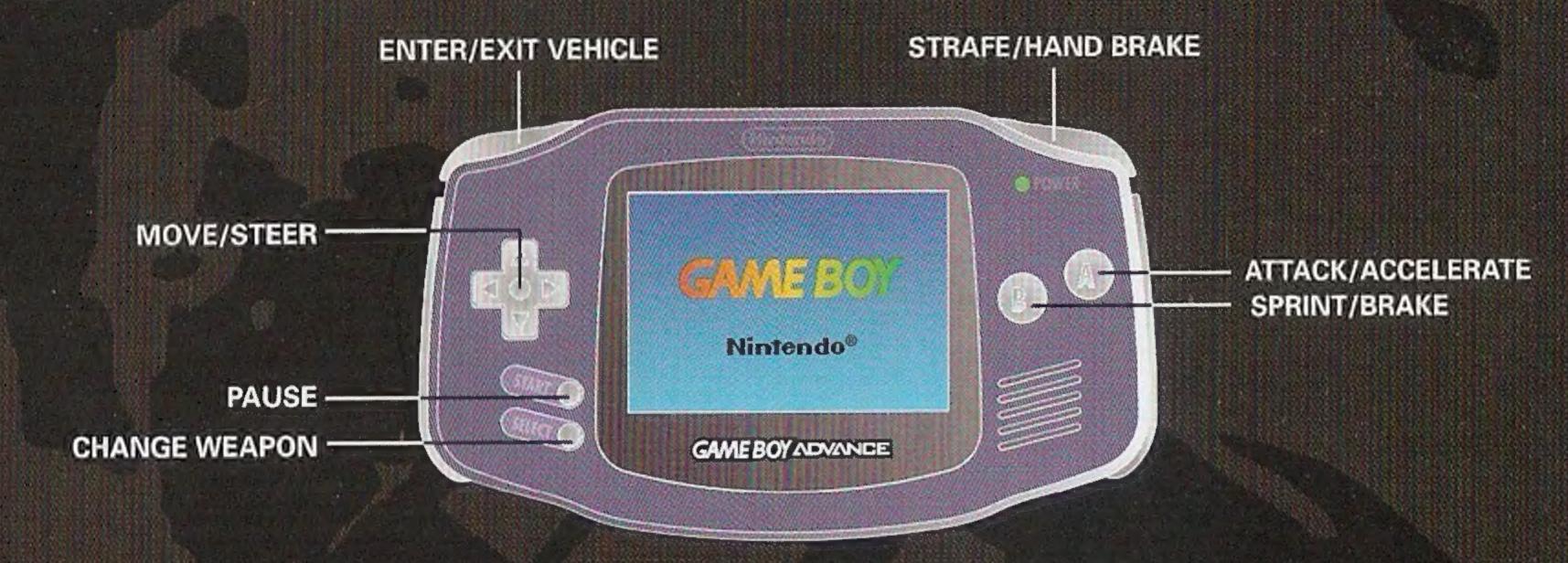
#### INTRODUCTION

Vinnie and Mike are two small fish in a very big pond. The sprawling metropolis of Liberty City is the kind of place where opportunity is around every corner for professionals of all types both legitimate and illegitimate. Large crime families such as the Italian Mafia, Japanese Yakuza, and Jamaican Yardies do big business in Liberty, making it difficult for the smaller, independent type hoods to thrive. Luckily, Vinnie and Mike have a master plan. Having performed a string of productive, smaller jobs, they've scraped together enough capital to get out of Liberty City, and re-establish themselves in a smaller town where they can become big players.

### GETTING STARTED

- 1. Make sure the power is OFF on your Nintendo Game Boy® Advance
- Insert your Grand Theft Auto Advance Game Pak into the Game Pak slot as described in the instructions manual.
- 3. Slide the power switch on the bottom of your Game Boy® Advance to ON by pushing it to the RIGHT.
- 4. In a few moments the game Title Screen will appear. Press START to enter the Main Menu.
- 5. Using the Control Pad press UP or DOWN to select desired in-game options.

### CONTROL SYSTEM



#### ON FOOT CONTROLS

CONTROLS	
MOVE	Control Pad
SPRINT	B Button
ATTACK	A Button (punch with no weapon)
STRAFE	R Button
JUMP	A + B buttons simultaneously
CHANGE WEAPON	Select
ENTER A VEHICLE	L Button (When standing next to a vehicle)
PAUSE	Start

## 

#### IN VEHICLE CONTROLS

CONTROLS	
STEERING	Control Pad
ACCELERATE	A Button
BRAKE	B Button
REVERSE	Hold B Button when vehicle is stopped
HAND BRAKE	R Button
EXIT VEHICLE	L Button
HORN OR SIREN	Press Control Pad Up and R Button simultaneously
PAUSE	Start

#### MAIN MENU

After pressing the A Button from the Grand Theft Auto Advance title screen. you can select the following options:

#### **NEW GAME**

Starts a new game from the very beginning.

#### LOAD GAME

If you have a previously saved game, you can continue it from here.

#### **ERASE GAME**

You can save up to 3 different games. With this option, you can erase a previously saved game you no longer wish to use in the event you need an extra space to save another game. Be warned that once a game is deleted, it can not be recovered.



# 

#### THE GAME SCREEN



#### HOW TO PLAY

#### WEAPONS



BAT: Probably the first weapon you'll come across. Good for getting up close and personal.



HAND GUN: A basic handgun. Decent from long and short range.

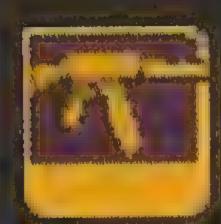


SHOTGUN: Not good from a distance however the shotgun packs a major punch when your target is close.



SUB MACHINE GUN: Not very powerful, but a good weapon to have when outnumbered.

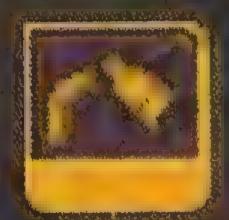




ASSAULT RIFLE: More powerful than the sub machine gun, this weapon mows down the competition.



MINI GUN: The most powerful automatic weapon available. Watch that ammo though, it runs out quickly.



FLAME THROWER: Burn away your troubles



HAND GRENADE: A good weapon to clear a crowd. Make sure to use from a distance, as this can damage you if it goes off too close.



ROCKET LAUNCHER: Very powerful explosive weapon that is best used from a distance. When the going gets tough break one of these out and watch everyone else get going.



MOLOTOV COCKTAIL: An incendiary ranged weapon that's not as powerful as the hand grenade.



KATANA: More powerful than a baseball bat, and much easier to wield in close encounter situations.

#### PICK UPS



HEALTH: Restores your health to 100.





ARMOR: This will raise your armor level to 100, which gives you some extra protection against bullets.



PACKAGE: 100 of these mysterious packages are scattered in hidden areas all over Liberty City. Can you find them all?



RAMPAGE: Pick this up and get ready to clear the area.



POLICE BRIBE: When the heat is on pick one of these up to remove one star from your wanted level.

### SAVING AND LOADING YOUR PROGRESS



Saving is one of the most important elements in Liberty City. There are two ways to save. When between missions, drive to your hideout and walk into the blue circle icon. When the save screen appears, select the save option and press the A Button. When in a mission and you wish to save, pause the game by pressing Start and select the Quit Game option. You'll be able to save your progress before quitting.



#### CREDITS

DRIGINAL CONTENT BY ROCKSTAR NORTH

DIGITAL ECLIPSE

Programming

Art Director

Lead Artist

Artists

**Audio Director** 

Written and Produced by

Producer

Senior Producers

Cathryn Mataga

ABoyd Burggrabe

Dan Schallock

Kevin James Arvin Bautista Keith Erickson Ronnie Fike Conrad Seto

Robert Baffy

James Stanley

Bill Schmidt

William Baffy Andrew Ayre Jeff Vavasour Creative Director

**Production Manager** 

Special Thanks

Mike Mika

Chris Charla

Joe Cain

**Granted Savage** 

ROCKSTAR NYC

**Executive Producer** 

President of Rockstar

North

VP of Creative

**Art Director** 

VP of Development

Producer

Associate Producer

Lead Analyst

Chief Technology Officer Sam Houser

Leslie Benzies

Dan Houser

Alex Horton

Jamie King

Rich Rosado

Oswald 'OZ' Greene

Gene Overton

Gary J. Foreman

Director of Quality Assurance Technical Manager

Rockstar Test Team

Research and **Analysis** 

**Production Team** 

Jeff Rosa

Sandeep Bisla

William Rompf Chris Choi Chris Plummer Scott Peterman Rich Huie **Devin Smither** Sean Flaherty

Joe Howell

Terry Donovan Jennifer Kolbe Jeff Castaneda Jenefer Gross Jay Fitzloff Adam Tedman Stanton Sarjeant Hosi Simon Daniel Einzig Stephen Bliss Tony King **Brian Noto** Futaba Hayashi

John Schuhmann George Alasania Richard Kruger Jordan Chew **Devin Bennett** Chris Carro Rob Fleischer Ryan Rayhill Susan Lewis

ROCKSTAR LINCOLN TEST TEAM

Mark Lloyd

Jonathan Stones

Jon Atkin-Day Kit Brown Nathan Buchanan Alain Dellepiane Dominic Garcia Edward Gibson Joby Luckett Matthew Lunnon Steve McGagh Sergio Russo



#### GENERAL GAMEPLAY TIPS

Side missions are a great way to see new parts of the city and earn extra cash. Hop into a taxi or ambulance to do some civil service, or go to the checkered flag on the map to do some street racing.

Pay attention to landmarks, pick ups, and shortcuts while exploring. You never know when you'll need some extra health or a fast getaway, so try to remember the locations of useful items and places when you pass by.

Armor is the key to survival. Always having your armor full will keep you alive a lot longer in a firefight. If you can't find an armor pick up in the city, head over to Ammu-Nation to buy some.

Always keep an eye out for secret packages. Hidden all throughout Liberty City, collecting these will add items to your Hideout that you can grab when you're in a jam.

#### WARRANTY

Rockstar Games warrants to the purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to Rockstar or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES. WHETHER ORAL OR WRITTEN. EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES. INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Rockstar Games shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by the law, damages for personal injury, even if Rockstar Games has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative works based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of the Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

ROCKSTAR GAMES, a division of Take-Two Interactive Software, Inc. 622 BROADWAY NEW YORK, NY 10012

For Customer Service: 410-933-9191

ESRB RATING: MATURE

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

